IN THE CLAIMS:

Please amend the claims as follows:

1. (Currently Amended) A computer-implemented method of ~~processing messages~~ for providing asynchronous network communications between a client and a server, comprising:

configuring a socket for an application on the server;

in response to a request from the client, issuing a single, continuous mode ~~input~~ operation ~~from an application~~ to a the socket, wherein the single, continuous mode ~~input~~ operation is selected from at least one of:

a single ~~continuous mode~~ asynchronous accept operation, configuring a listening socket to ~~handle a plurality of~~ process a plurality of incoming client connections; and

a single ~~continuous mode~~ asynchronous receive operation, configuring a client socket to ~~handle~~ process a plurality of client requests.

2. (Cancelled)

3. (Currently Amended) The computer-implemented method of claim 1, further comprising, configuring the client socket, with the single ~~continuous mode~~ asynchronous receive operation, to recognize a format of each of the plurality of client requests, whereby the client socket is configured to receive the client requests without invoking the application until the request is completely received.

4. (Currently Amended) The computer-implemented method of claim 1, wherein the single, continuous mode ~~input~~ operations are issued from a main thread of the application.

5. (Currently Amended) The computer-implemented method of claim 1, wherein issuing the single ~~continuous mode~~ asynchronous receive operation comprises:

placing a single pending receive data structure on a pending queue;

for each completed client request, copying contents of the pending receive data structure to a completed receive data structure queued on a receive completion queue.

6. (Currently Amended) The computer-implemented method of claim 1, wherein issuing the single ~~continuous mode~~ asynchronous accept operation comprises:

placing a single pending accept data structure on a pending queue;

for each of the plurality of incoming client connections, copying contents of the single pending accept data structure to a completed accept data structure queued on a accept completion queue, wherein the single pending accept data structure remains on the pending queue.

7. (Currently Amended) The computer-implemented method of claim 6, wherein issuing the single ~~continuous mode~~ asynchronous receive operation comprises:

placing a single pending receive data structure on a pending queue;

for each completed client request, copying contents of the pending receive data structure to a completed receive data structure queued on a receive completion queue.

8. (Currently Amended) The computer-implemented method of claim 1, further comprising, for each completed client request, acquiring a buffer from system supply memory to contain the completed client request.

9. (Currently Amended) The computer-implemented method of claim 8, wherein allocating the buffer comprises sizing the buffer according to a size of the completed client request.

10. (Currently Amended) A computer readable storage medium containing a sockets-based program comprising at least one of a continuous mode accept application programming interface and a continuous mode receive application programming interface, wherein the sockets-based program, when executed, performs operations for processing messages, the operations comprising at least one of:

configuring a listening socket to handle a plurality of incoming client connections, as a result of issuing a single ~~continuous mode~~ asynchronous accept operation from an application; and

configuring a client socket to handle a plurality of client requests, as a result of issuing a single, asynchronous ~~continuous mode~~ receive operation issued by the application.

11. (Cancelled)

12. (Currently Amended) The computer readable medium of claim 10, further comprising, configuring the client socket, with the single asynchronous ~~continuous mode~~ receive operation, to recognize a format of each of the plurality of client requests, whereby the client socket is configured to handle receiving the client requests without invoking the application until the message is completely received.

13. (Currently Amended) The computer readable medium of claim 10, wherein the ~~continuous mode~~ single asynchronous accept operation and the single asynchronous ~~continuous mode~~ receive operation ~~operations~~ are issued from a main thread of the application.

14. (Currently Amended) The computer readable medium of claim 10, further comprising, when the single asynchronous ~~continuous mode~~ receive operation is issued:

placing a single pending receive data structure on a pending queue;

for each completed client request, copying contents of the pending receive data structure to a completed receive data structure queued on a receive completion queue.

15. (Currently Amended) The computer readable medium of claim 10, further comprising, when the single ~~continuous mode~~ asynchronous accept operation is issued:

placing a single pending accept data structure on a pending queue;

for each of the plurality of incoming client connections, copying contents of the single pending accept data structure to a completed accept data structure queued on a accept completion queue, wherein the single pending accept data structure remains on the pending queue.

16. (Currently Amended) The computer readable medium of claim 15, further comprising, when the single ~~continuous mode~~ asynchronous receive operation is issued:

placing a single pending receive data structure on a pending queue;

for each completed client request, copying contents of the pending receive data structure to a completed receive data structure queued on a receive completion queue.

17. (Original) The computer readable medium of claim 10, further comprising, for each completed client request, acquiring a buffer from system owned memory space to contain the completed client request.

18. (Original) The computer readable medium of claim 17, wherein allocating the buffer comprises sizing the buffer according to a size of the completed client request.

19. (Currently Amended) A system in a distributed computer environment, comprising:

a network facility configured to support a continuous mode network connection ~~with~~ between a remote computer and a server computer;

a memory, on the server computer, containing content comprising an application and a plurality of sockets application programming interfaces (APIs), wherein the sockets APIs comprise at least one of an asynchronous ~~continuous mode~~ accept operation and an asynchronous ~~continuous mode~~ receive operation;

a processor which, when executing the contents, is configured to perform operations comprising at least one of:

in response to a connection request, performing the single asynchronous accept operation ~~issuing a single continuous mode accept operation~~ to configure a listening socket to receive a plurality of incoming client connections; and

in response to the asynchronous receive request, performing a single asynchronous receive operation ~~issuing a single continuous mode receive operation~~ to configure a client socket to receive a plurality of client requests.

20. (Cancelled)

21. (Original) The system of claim 19, wherein the content of the memory further comprises a system owned memory space and wherein the operations further comprise:

for each completed client request, acquiring a buffer from the system owned memory space to contain the completed client request.

22. (Original) The system of claim 19, wherein the content of the memory further comprises a system owned memory space and wherein the operations further comprise:

for each completed client request, acquiring a buffer from the system owned memory space to contain the completed client request, wherein the buffer is sized according to a size of the completed client request.

23. (Currently Amended) The system of claim 19, wherein the content of the memory further comprises a pending queue on which a single pending accept data structure is queued as a result of the single asynchronous ~~continuous mode~~ accept operation.

24. (Original) The system of claim 23, wherein the content of the memory further comprises an accept completion queue to which contents of the pending accept data structure are copied upon receiving a client connection on the listening socket and wherein the pending accept data structure remains on the pending queue.

25. (Currently Amended) The system of claim 19, wherein the content of the memory further comprises a pending queue on which a single pending receive data structure is queued as a result of the single asynchronous ~~continuous mode~~ receive operation.

26. (Original) The system of claim 25, wherein the content of the memory further comprises a receive completion queue to which contents of the pending receive data structure are copied upon receiving a completed client request on the client socket and wherein the pending receive data structure remains on the pending queue.